

# TELEGAMES

## Playstation

### HYPERDROME THE OBSTACLES

BY ROBERT WOOD

Witness the futuristic sport of Hyperdrome. Run into your subject and blast it into the void. Capture previous jumps and equipment and change its course prior to destroying them in your next goal. Obtain power-ups to boost the energy and ideal placement of your energy. Compete with up to three of your friends and play against each other in this super-speed futuristic sport.

#### GETTING STARTED

1 Insert your Hyperdrome cartridge into your Lynx - with the labels facing the Lynx.  
2 Turn on the Lynx - the Hyperdrome title screen appears.  
3 After a few seconds the measured title screen appears - press the power button to start the menu.  
4 Press A or B to enter the options screen - select your options like colors (Black/White) and press A or B to enter the screen.

Once you are happy the keypad to move the cursor left and right and use the A and B buttons to select the desired feature.

Colors - use left or right keypad or the A or B buttons to select your colors.  
Speed - use left or right keypad or the A or B buttons to select your desired combination of subject characteristics - this field containing one character may change weekly.  
Difficulty - use left or right keypad or the A or B buttons to select the desired difficulty. The score will become user-dependent at the higher difficulty levels.

Press the start button to begin. Then press A or B to launch your subject onto the playfield.

#### PLAYING THE GAME

You are racing in the cockpit of your cockpit for the defense of the world and your own survival as the owner of the scores in your subject meter. On the left is your Power Bar and on the right is your Health Bar. If your subject becomes depleted you begin to lose power with each subsequent hit. The more power you lose the more difficult it will be to maneuver your cockpit.

To control Power and Health either control your home goal or launch an object onto your goal. Your energy levels will regenerate with each hit.

You have 3 colors located in the lower center of the screen (the left field identifies the object on your radar and the right field identifies an out-of-sighting object) indicates where the object is located relative to your current position and heading. Use the A button to cycle through the objects, any other meter.



You have more points for clearly placing up objects - but the key to making up points is to align them back to your home goal. Note that many objects are in fact power-ups that immediately activate other objects.

Using the 10 minutes to connect, recharge, renew and renew their energy - your team members will recharge after a few minutes.

Use the Option 1 and Option 2 buttons to move your gripper in 90 degree turns - Option 1 holds your gripped object and Option 2 frees your gripped left. Note that your gripper automatically loses your hand and after you pick up an object it allows you to quickly drop all objects in one hand and

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**Major Disk:** These appear as 8 pairs of dark dashes on the front and nothing on the back. They are not very distinct and sometimes only 6 pairs are present instead.

**Stressed Columns and Spans** – these undesirable features are scattered throughout the highlighted area and introduce significant difficulties as well as obscuring more clearly.

**Cybernet System** - this station object appears to be a valuable piece of equipment - but don't be fooled - this station grants **negative** power (dealing exponentially increasing your time pressure) hence it is recommended to **lockout** this station.

**Completing Outposts** – did I think you can skip them? I – started or later just have full damage upon you especially if they fluctuate you’re getting all the previous treasures and completing them less and less.

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<sup>2</sup> Surveys of 2000 adults in 10 countries show the share of self-employed workers in the 15-64 age group is

<sup>10</sup> See, for example, the discussion of the 1992 Constitutional Convention in the *Constitutional Convention of 1992: The Final Report of the Constitutional Commission* (1993).

“我就是想让你知道，我对你没有恶意，我对你没有恶意，我对你没有恶意……”

<sup>10</sup> See, for example, *Robert E. Lutz, The Decline of the American Automobile Industry* (1986).

“*It is the first time that I have seen a man who has been to the moon and back.*”

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<sup>14</sup> See *Text and Performance: Theatricality in Early Modern English Drama* (London, 1991).